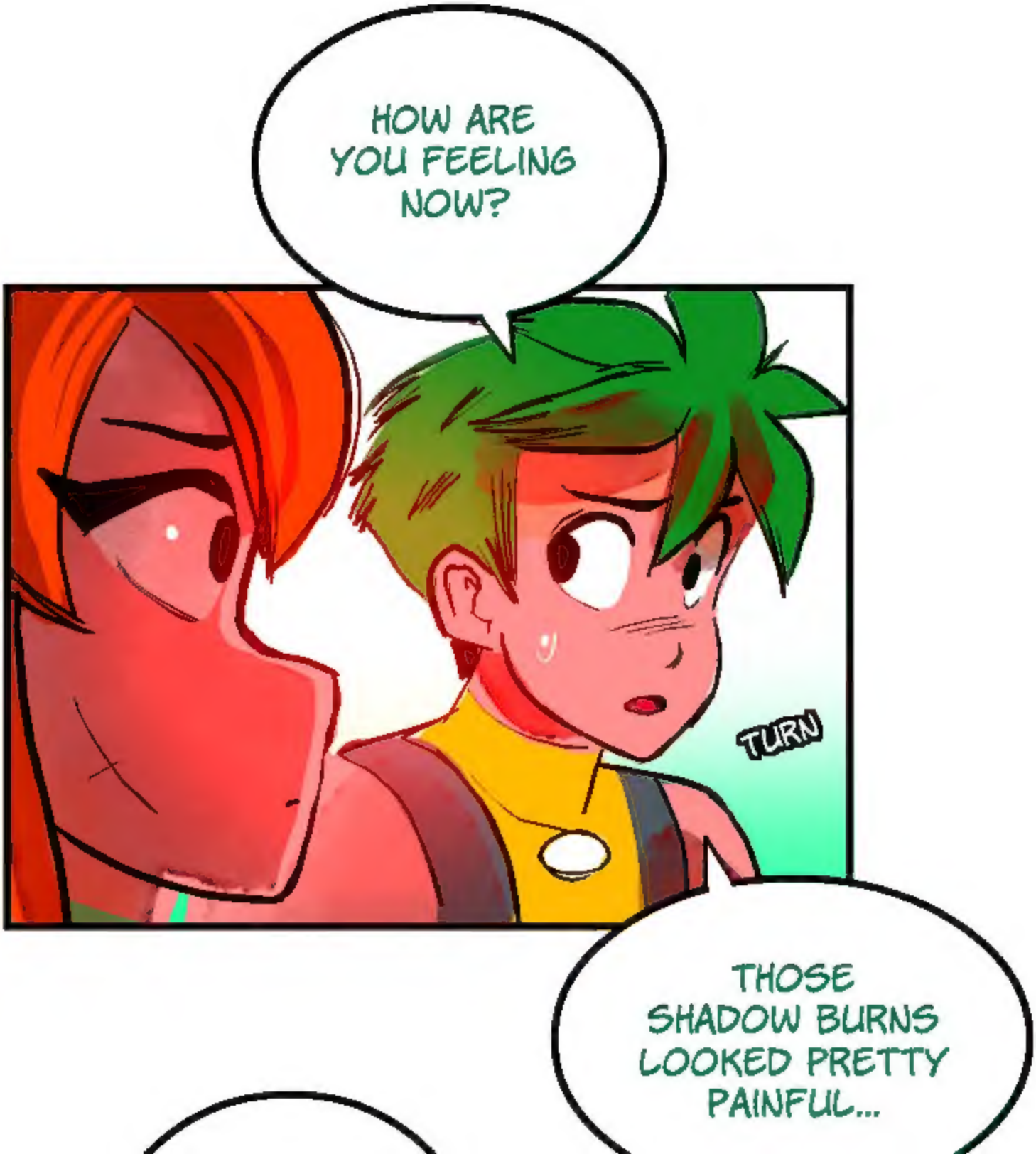
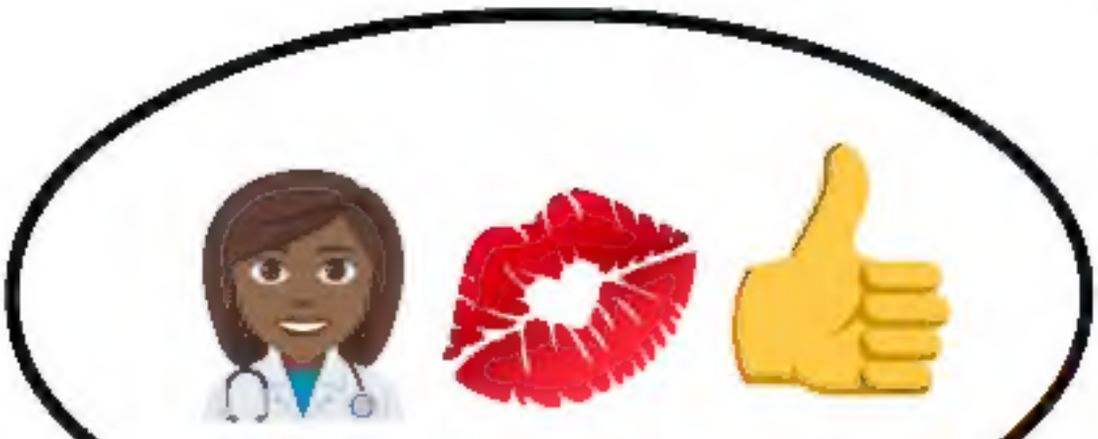

HOW ARE YOU FEELING NOW?
TURN
THOSE SHADOW BURNS LOOKED PRETTY PAINFUL...

AYE...
HER "HEALING"
TECHNIQUE
WAS...

MOST EFFECTIVE.



GLAD YOU'RE FEELING BETTER TOO, SYL.

I MUST ADMIT...

THOUGH I HAVE SEEN MANY BATTLES, I HAVE NEVER FACED A FOE LIKE THOSE CREATURES BEFORE.

THE WOUNDS THEY INFLICTED BURNED LIKE A WHITE-HOT FLAME, AND CHILLED TO THE BONE AT THE SAME TIME...

BUT MORE TROUBLING STILL WAS HOW FRAIL I FELT IN THEIR UNHOLY PRESENCE.

AND YET...
TURN
YE WERE ABLE TO FIGHT AS THOUGH IT WERE NOTHING...

IN ORDER TO PROTECT THY COMPANIONS.
THY BRAVERY WAS TRULY ADMIRABLE.

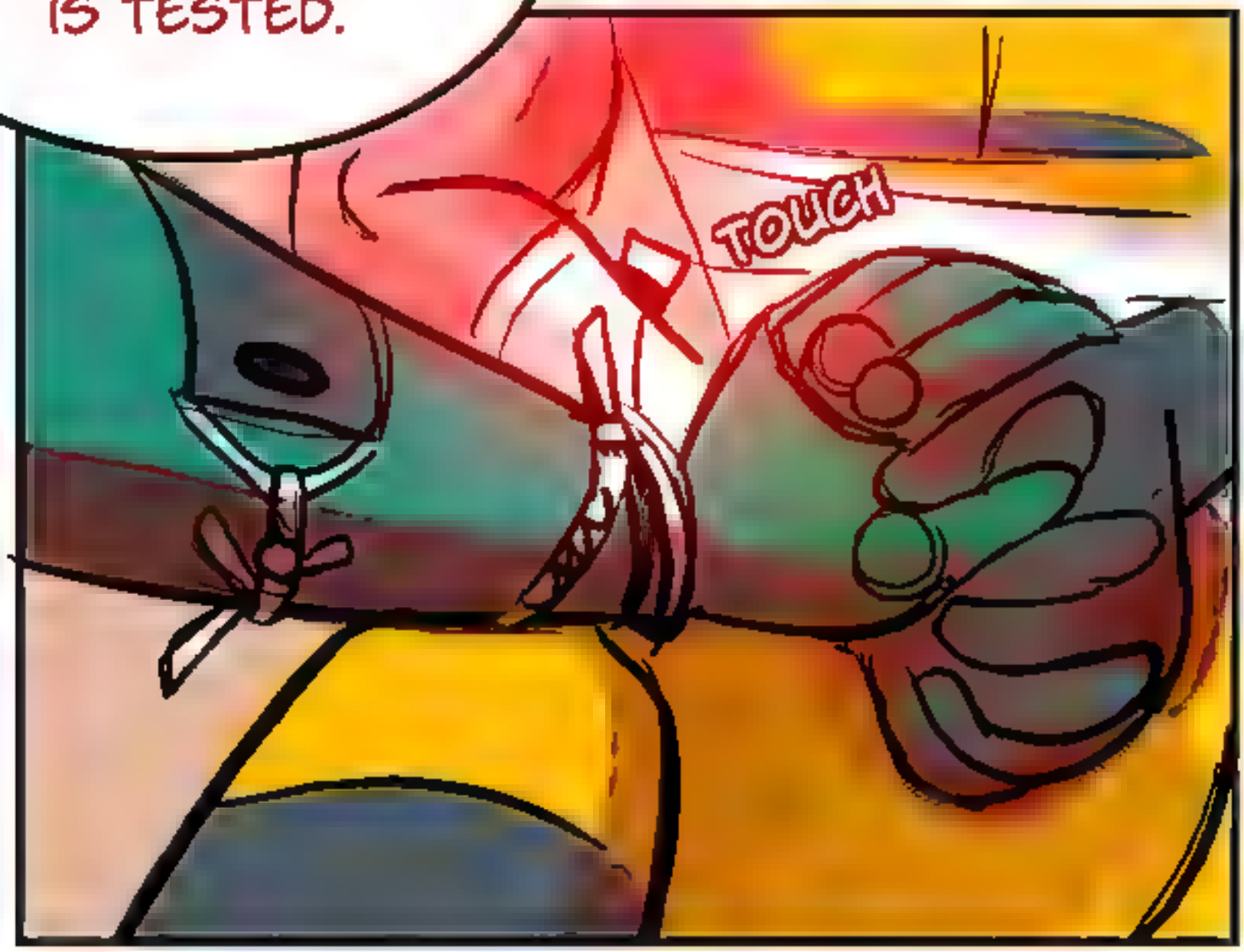
UH, YOU THINK SO?

TO BE HONEST, I WASN'T SURE WHAT I WAS DOING... I JUST REACTED...
I COULD HAVE JUST AS EASILY GOT

EVERYONE KILLED.
I GUESS IT'S LUCKY THAT IT ALL WORKED OUT.

NAY,
BRAVERY DOES
NOT MEAN FIGHTING
WHEN VICTORY IS
GUARANTEED.

IT IS
WHEN WE FACE
GREAT ADVERSITY THAT
OUR TRUE NATURE
IS TESTED.

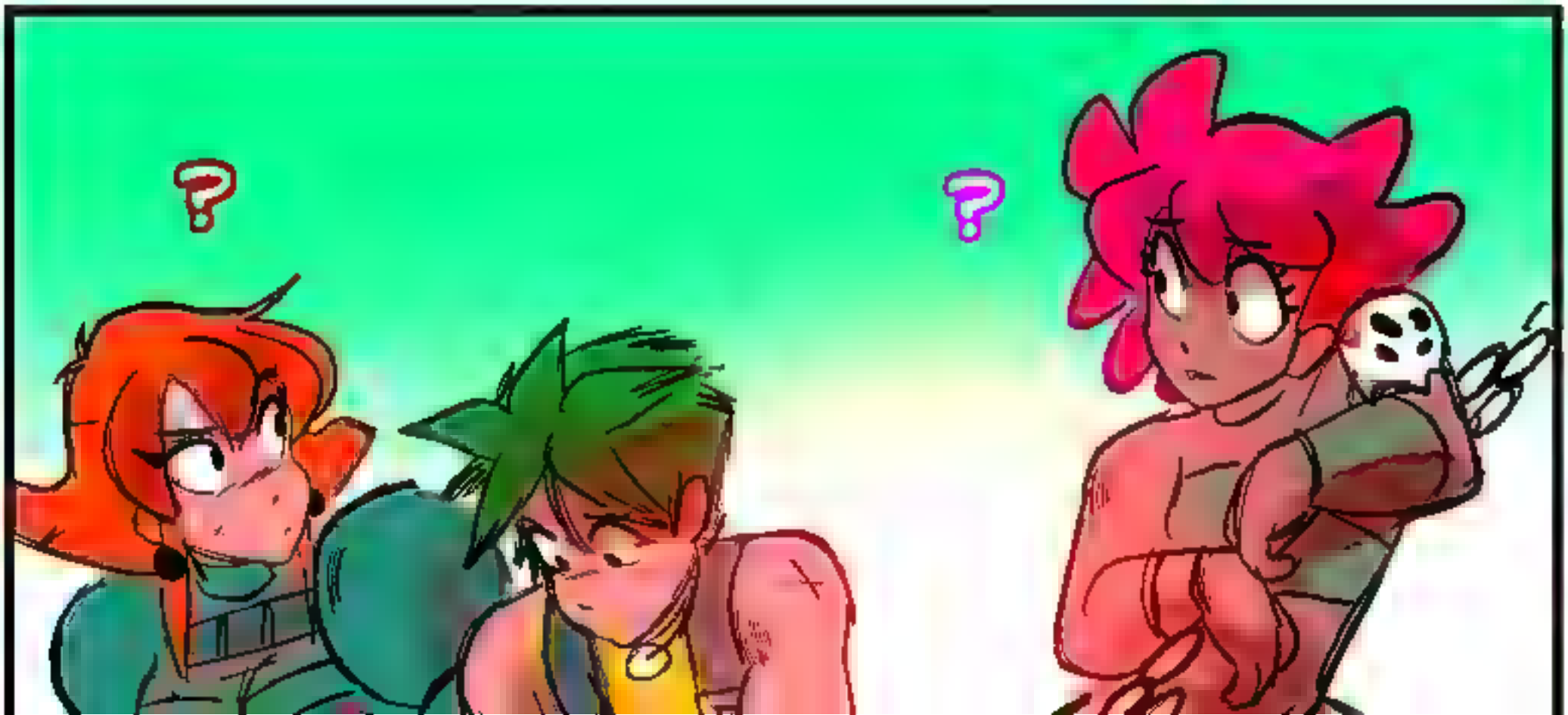


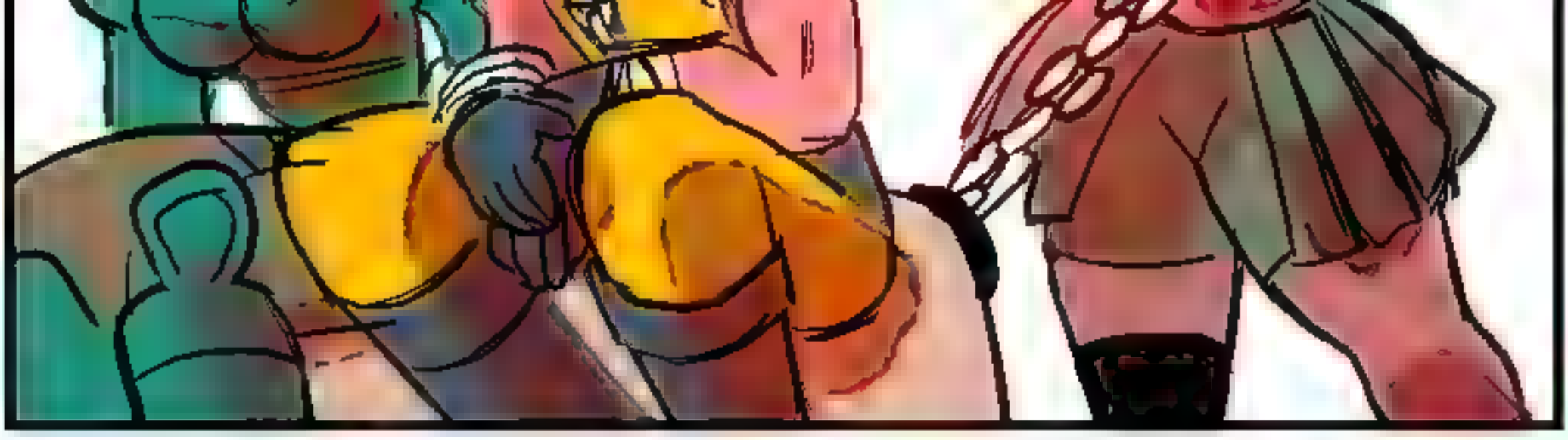
TAKING ACTION IN THE FACE OF TERRIBLE ODDS TO PROTECT THOSE YE HOLD DEAR...
THAT IS BRAVE.

HA HA HA

SOMEHOW I DOUBT THAT'S WHAT KODYA WOULD SAY.

HE'S ALWAYS TELLING ME NOT TO BE SO RECKLESS...





AH... YES, OF COURSE.
I CAN TELL HE CARES A GREAT DEAL ABOUT YE.
HE MUST BE QUITE SPECIAL TO YE AS WELL.

UH, ACTUALLY...
I ONLY MEANT THAT HE LIKES TO GIVE ME A HARD TIME ABOUT THAT KIND OF THING...
WE BARELY KNOW EACHOTHER, REALLY.

I SEE...
I MUST HAVE
MISINTERPRETED
THE SITUATION.

HAHA, I THINK I ANNOY HIM MORE THAN ANYTHING...
YOU KNOW HE NEVER EVEN CALLS ME BY MY NAME.

IT'S ALWAYS--

KID.

AHEM

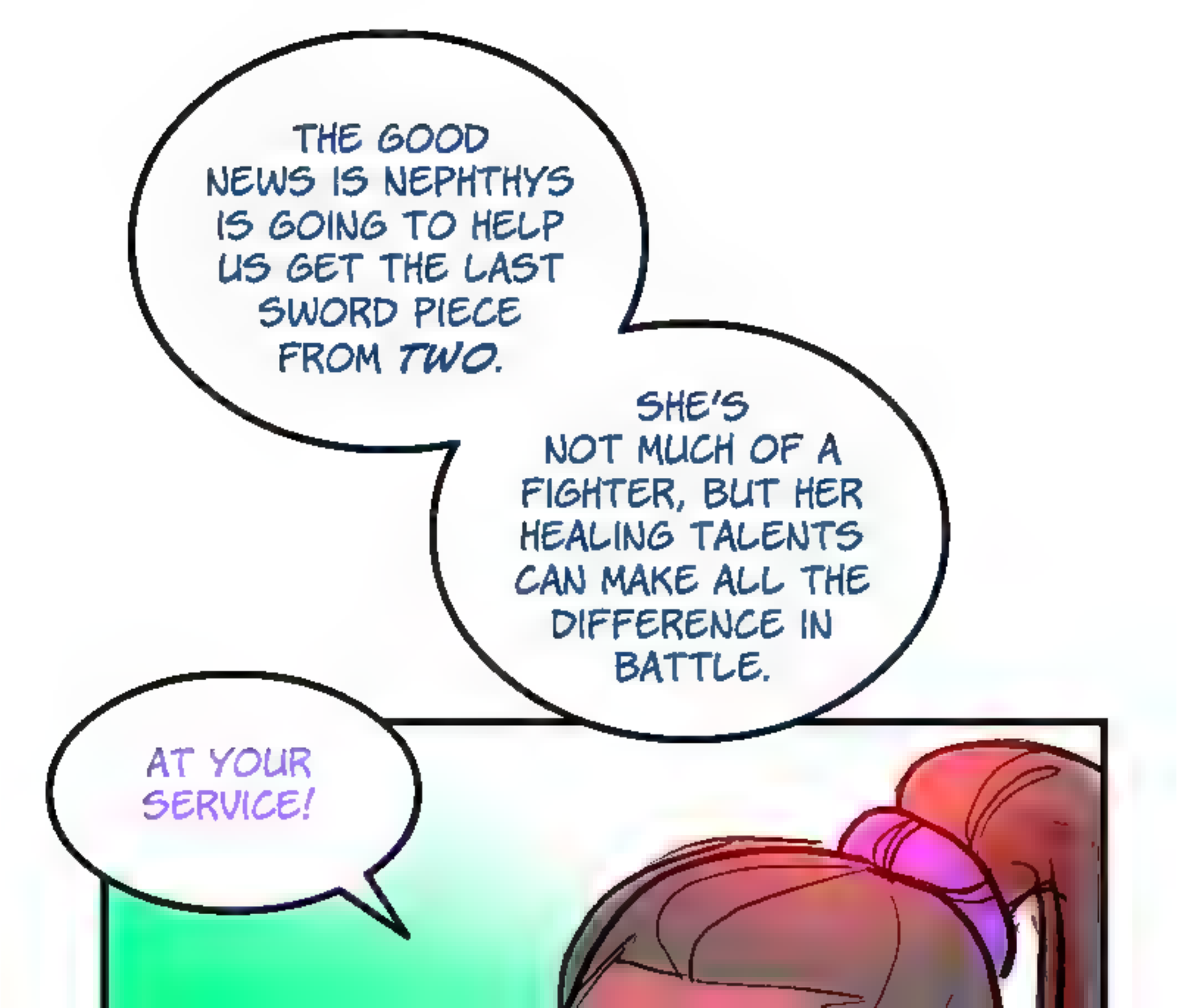
... AND EVERYONE.

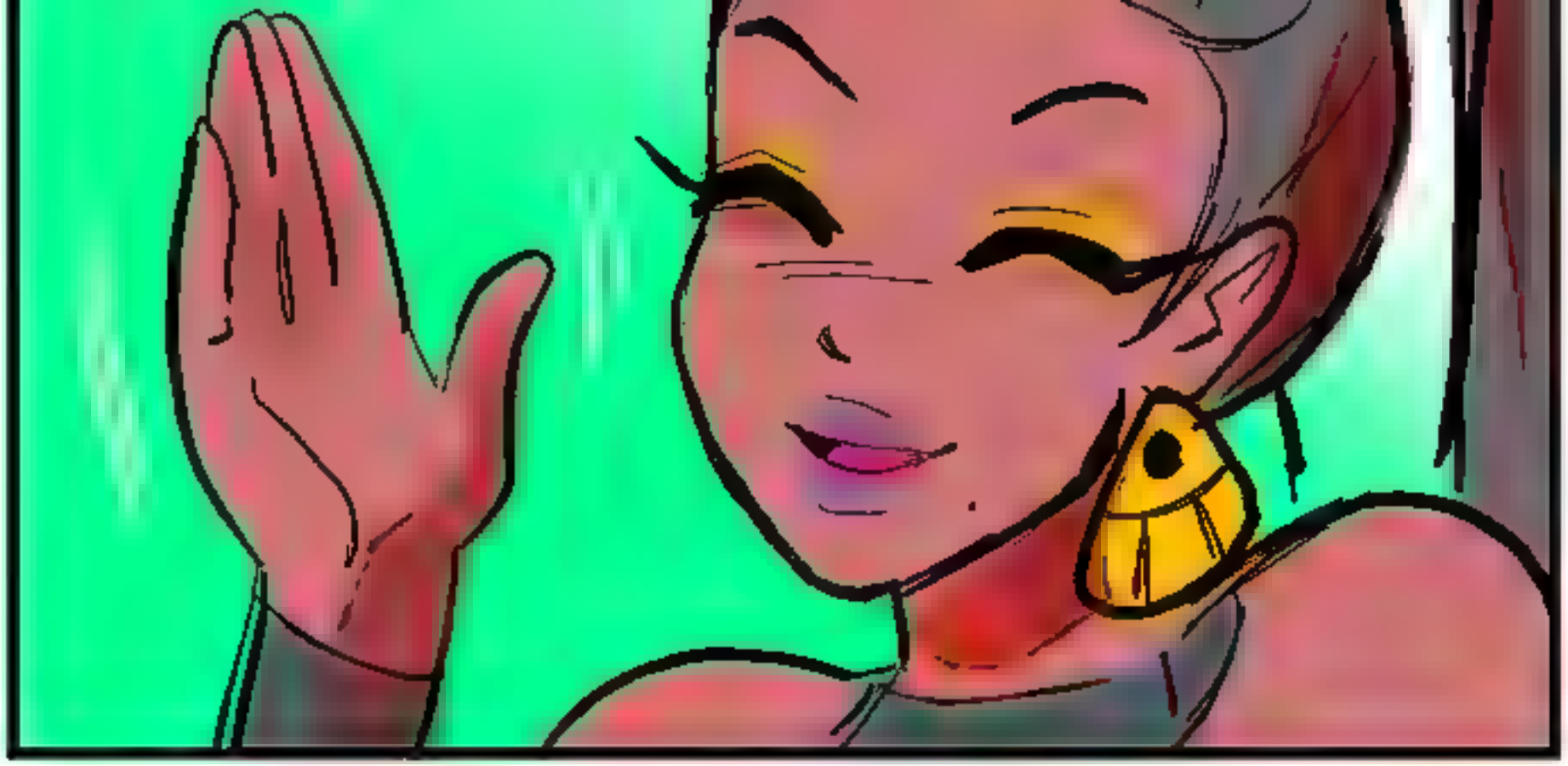
THERE'S BEEN A CHANGE OF PLANS.

ROOM of
SWORDS

CHAPTER 43

"FOR ALL YOU LOST"


THE GOOD NEWS IS NEPHTHYS IS GOING TO HELP US GET THE LAST SWORD PIECE FROM *TWO*.
SHE'S NOT MUCH OF A FIGHTER, BUT HER HEALING TALENTS CAN MAKE ALL THE DIFFERENCE IN BATTLE.
AT YOUR SERVICE!



THE BAD NEWS IS IT MIGHT NOT BE ENOUGH...

BECAUSE NEPHTHYS BROUGHT A BOSS SWORD WITH HER FROM THE ROOM OF SWORDS...

AND LOST IT TO TWO.

TWO HAS ALREADY OVERTHROWN ONE...
AND BECOME THE NEW BOSS OF THIS REALM.

AT THIS POINT, WE DON'T KNOW WHAT KIND OF NEW ABILITIES SHE COULD HAVE, BUT SHE'S SURE TO BE MUCH STRONGER.

AND WITHOUT KNOWING EXACTLY WHERE SHE IS, WE'RE AT A SERIOUS DISADVANTAGE.

NOT TO WORRY! I ALSO POSESSES THE GIFT OF CLAIRVOYANCE...

ENTER THE CASTLE AND WE ARE SURE TO FIND HER!

SO YE
CAN SENSE HER
LOCATION?

AHEH...

WELL, ACTUALLY,
AT THIS VERY MOMENT,
IT'S MORE LIKE A GENERAL
FEELING THAT WE'LL
FIND HER IF WE
GO INSIDE.

I ADMIT
IT IS NOT ALWAYS
THE MOST ACCURATE
OF TALENTS.

WHY DON'T WE SEND SCOUT IN TO TAKE A LOOK AROUND?

SCOUT COULD DEFINITELY SAVE US SOME TIME.
OF COURSE! SCOUT!

SCOUT?
WHO IS SCOUT?

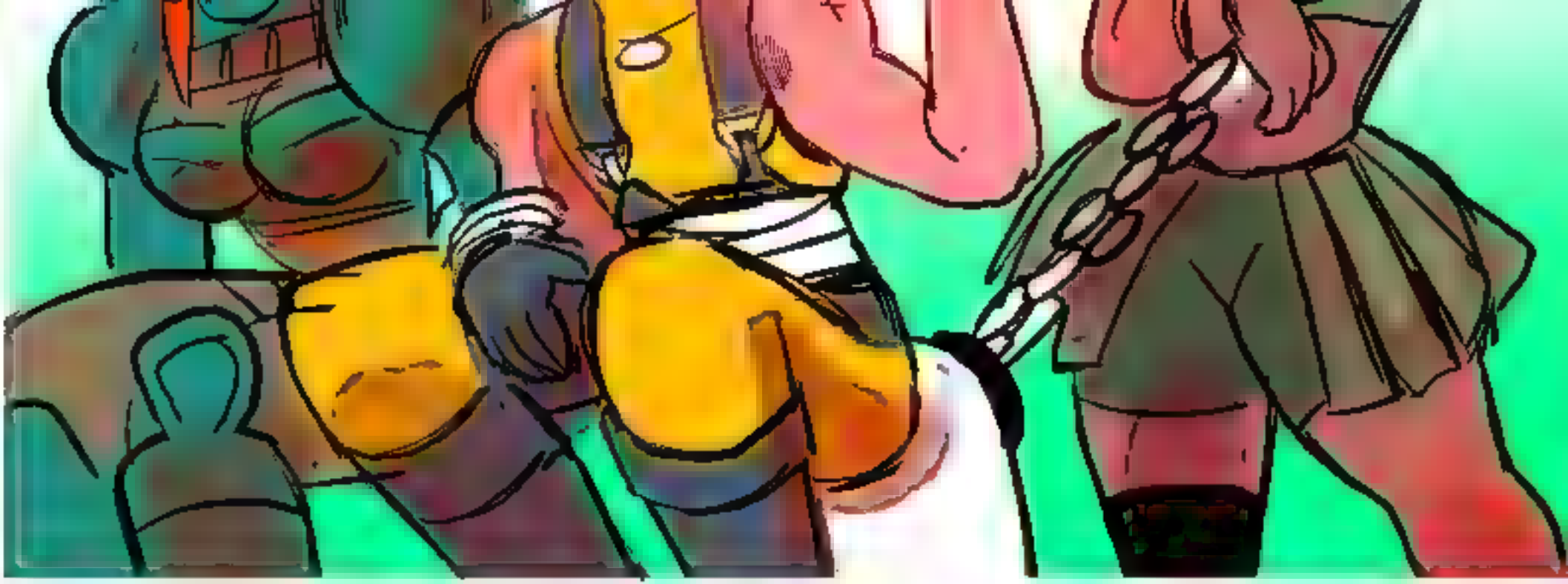
OH YEAH!

I FORGOT YOU HADN'T MET.

THIS IS SCOUT!

AH!
WHENCE DID IT COME FROM!?
?
SWISH!

I'VE JUST BEEN KEEPING HIM STORED TO AVOID ANY... ACCIDENTS.

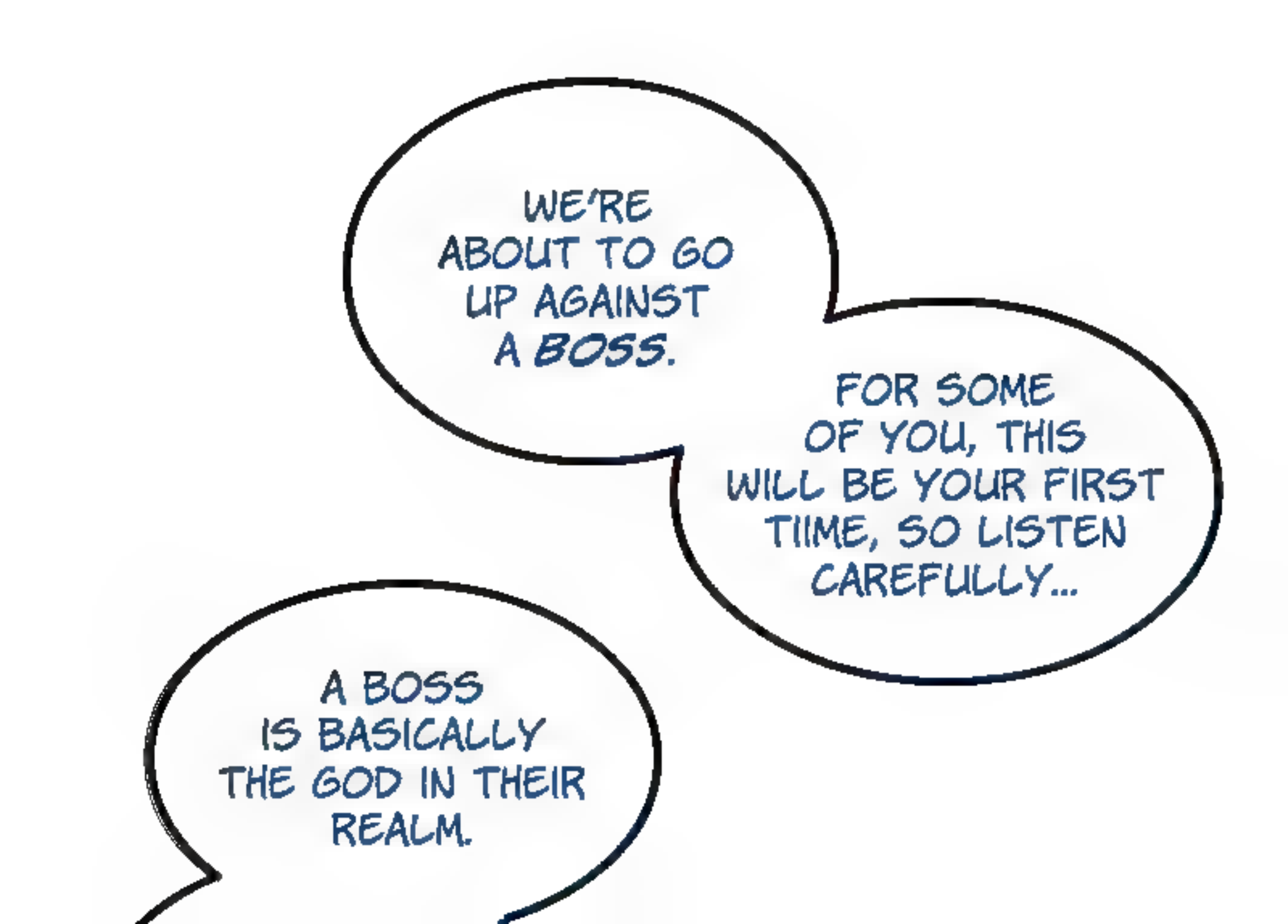


SCOUT, CAN YOU SURVEY THE INTERIOR OF THE BUILDING?
AND MAKE A NOTE OF ANY HOSTILE LIFE FORMS INSIDE.

OF COURSE, USER GYRUS! I WILL SEND MY FINDINGS TO YOUR MAP!

THANKS, SCOUT! WE'RE COUNTING ON YOU!

IN THE MEANTIME, LET'S GO OVER OUR PLAN...


WE'RE ABOUT TO GO UP AGAINST A BOSS.
FOR SOME OF YOU, THIS WILL BE YOUR FIRST TIIME, SO LISTEN CAREFULLY...
A BOSS IS BASICALLY THE GOD IN THEIR REALM.

THEIR POWER AND STAMINA ARE OFF THE CHARTS.

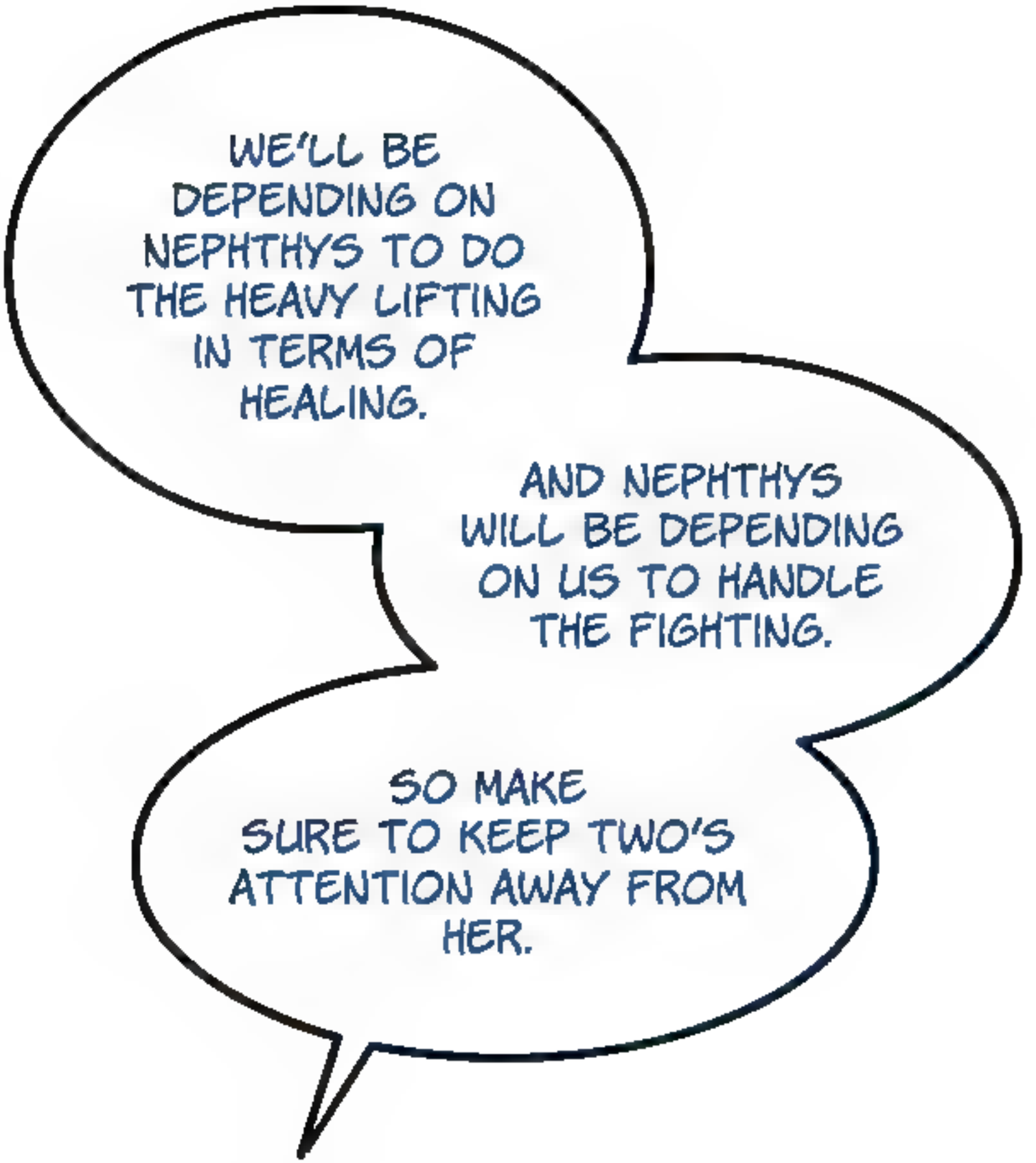
OUR STRATEGY AND TEAMWORK WILL NEED TO BE FLAWLESS IF WE HOPE TO TAKE TWO DOWN.

WE ONLY GET ONE SHOT AT THIS.

WE'LL DEFINITELY SUFFER SOME INJURIES.
WE HAVE A FEW MEDICAL ITEMS THAT WE CAN SHARE.

HEARTBEETS: RESTORES HEALTH!
MANANA MUFFINS RESTORES MANA (MAGIC)

BUT
THOSE WILL
ONLY GO
SO FAR.


WE'LL BE DEPENDING ON NEPHTHYS TO DO THE HEAVY LIFTING IN TERMS OF HEALING.
AND NEPHTHYS WILL BE DEPENDING ON US TO HANDLE THE FIGHTING.
SO MAKE SURE TO KEEP TWO'S ATTENTION AWAY FROM HER.

AND NEPH,
STAY OUT OF RANGE
OF TWO'S ATTACKS AS
MUCH AS POSSIBLE.

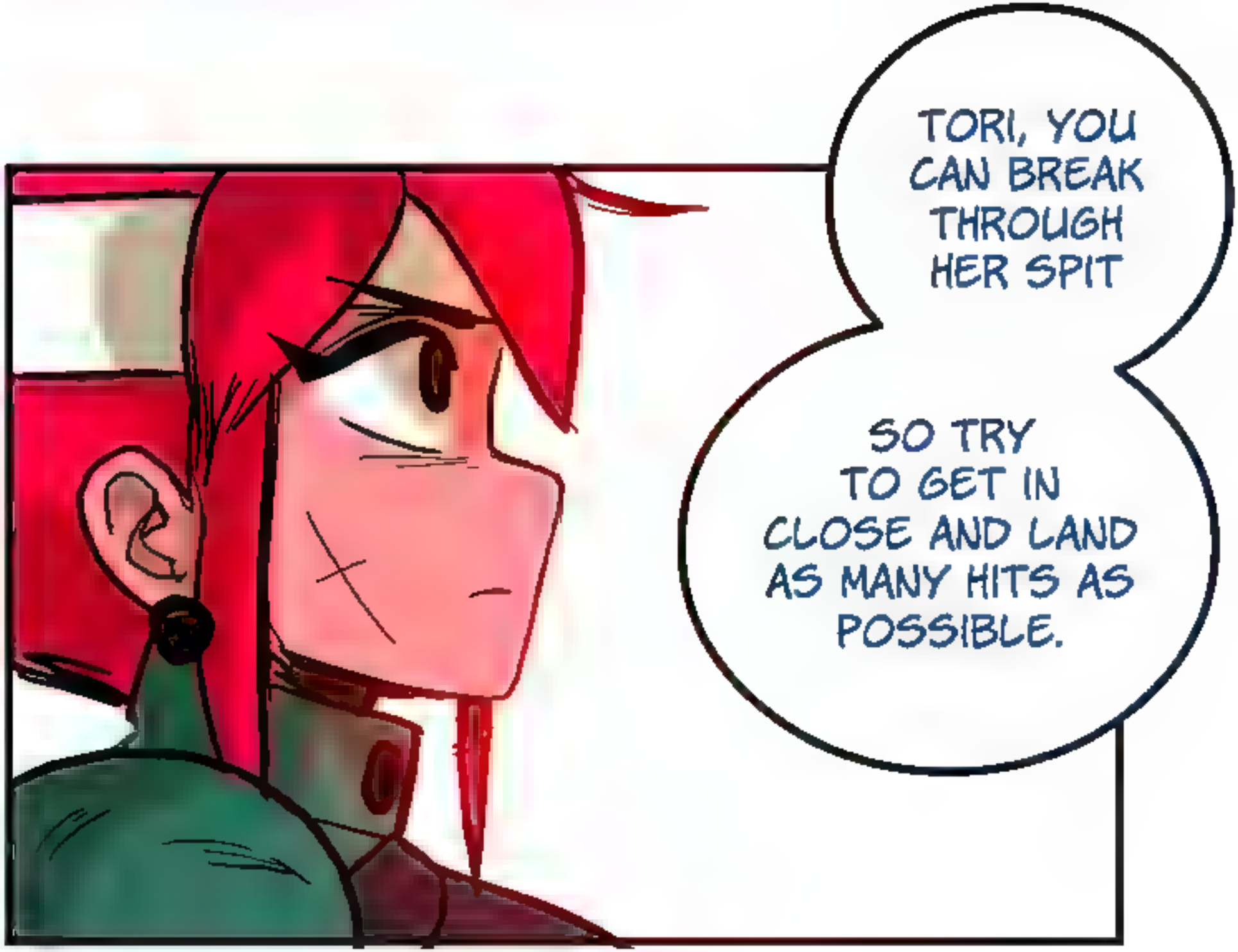
GOT IT!

SYL, YOUR JOB IS TO KEEP TWO BUSY.

SHE HAS THIS GIANT GLOVE SHE LIKES TO SWING AROUND.

YOU SHOULD BE ABLE TO HANDLE IT.

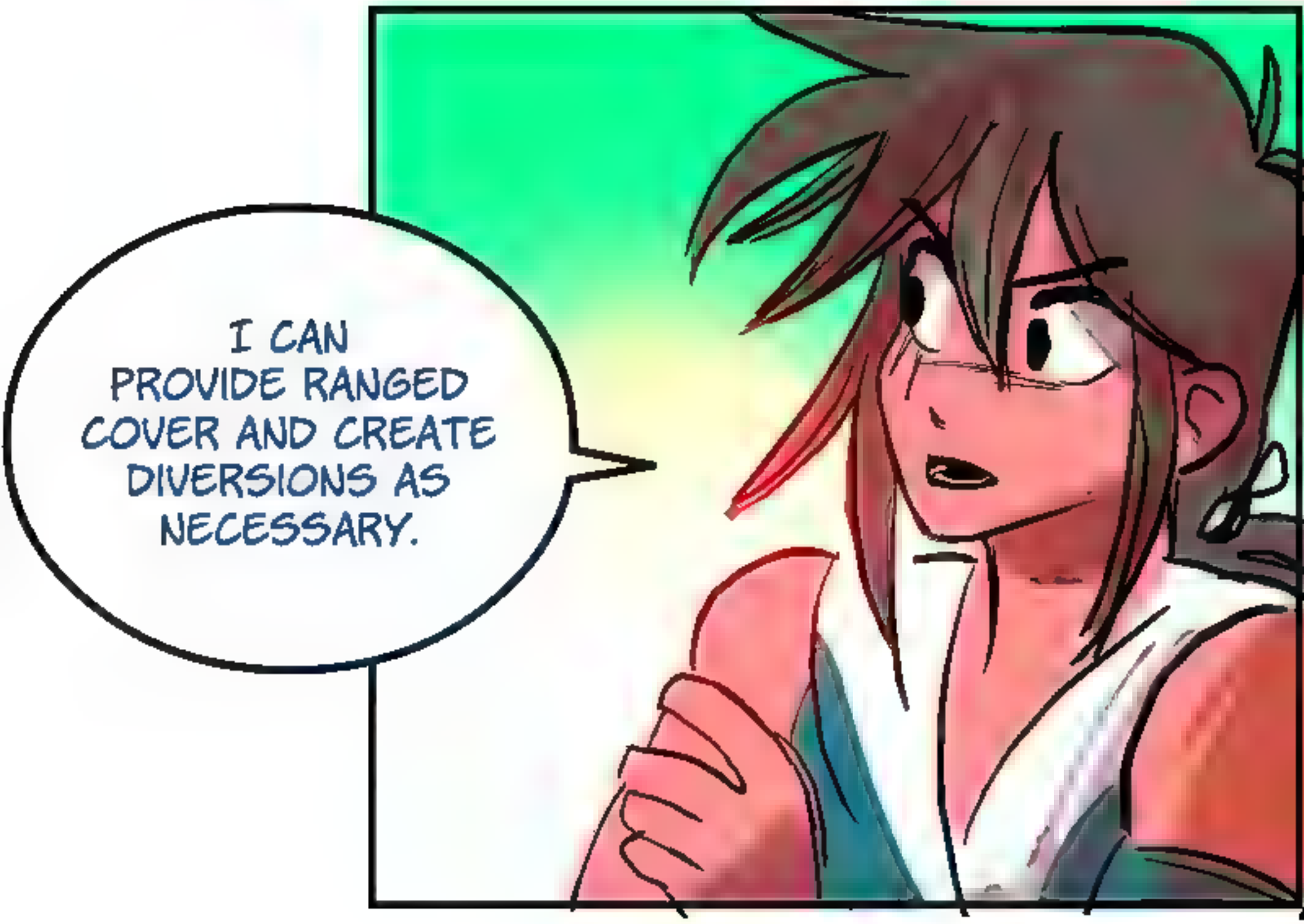
BUT WATCH OUT FOR HER SPIT ATTACKS.


TORI, YOU CAN BREAK THROUGH HER SPIT
SO TRY TO GET IN CLOSE AND LAND AS MANY HITS AS POSSIBLE.

KID,
YOUR POWERS
AND GEAR GIVE
YOU THE MOST
MANEUVERABILITY.

SUPPORT
YOUR TEAMMATES,
AND WHEN THE TIME
COMES...

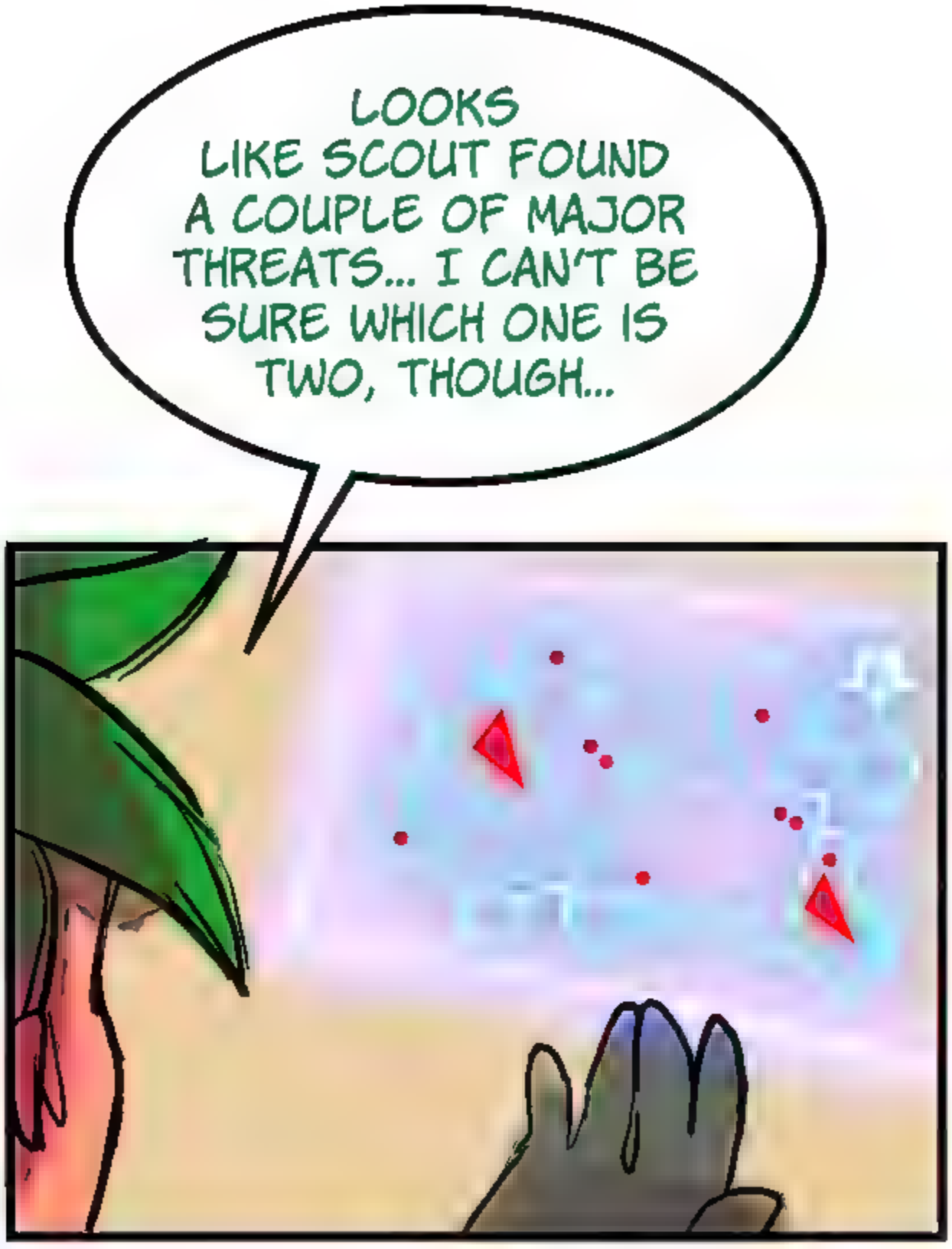
DO
WHATEVER IT
TAKES TO GRAB
THE SWORDS FROM
TWO.


I CAN PROVIDE RANGED COVER AND CREATE DIVERSIONS AS NECESSARY.

BEEP!
SOUNDS LIKE SCOUT HAS FINISHED SEARCHING.

LET'S SEE WHAT HE FOUND...

ANY SIGN OF TWO?


LOOKS LIKE SCOUT FOUND A COUPLE OF MAJOR THREATS... I CAN'T BE SURE WHICH ONE IS TWO, THOUGH...

I WAS AFRAID OF THIS...
WE DON'T HAVE TIME TO GUESS.
WE'LL HAVE TO SPLIT UP.

ONCE
WE IDENTIFY
WHICH THREAT IS TWO,
WE'LL REGROUP.

HOW ARE WE TO SIGNAL EACHOTHER WHEN TWO IS FOUND?

NOW THAT WE'RE IN RANGE, I SHOULD BE ABLE TO ESTABLISH A PERMANENT CONNECTION TO NEPHTHYS' RADIO.

BLING!
RA! IT WORKED!

GREAT,
THEN ALL THAT'S
LEFT IS TO DECIDE
GROUPS--
!

OH!
I'LL GO WITH
GYRUS!
PUSH!

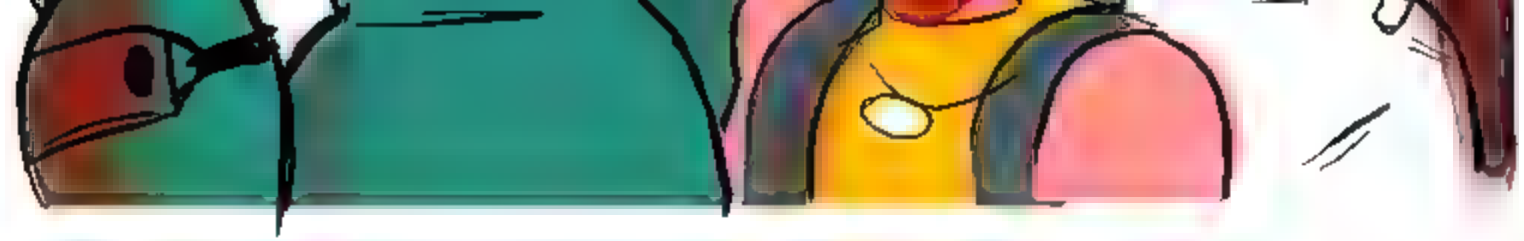
BUT YOU HAVE ONE OF THE RADIOS!

ALL YOURS!
TOSS

FINE.

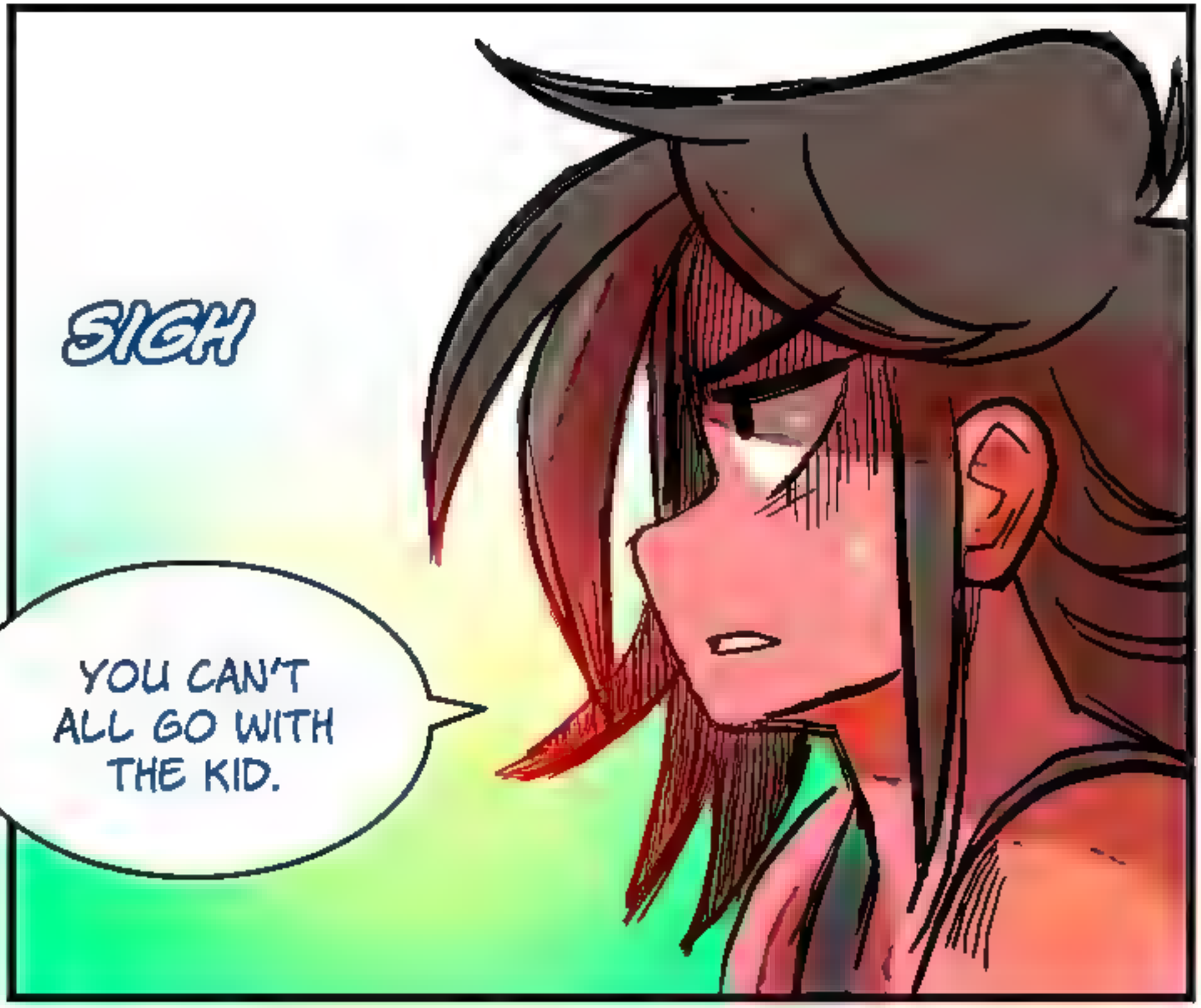
I TOO WILL GO WITH GYRUS.

STAND

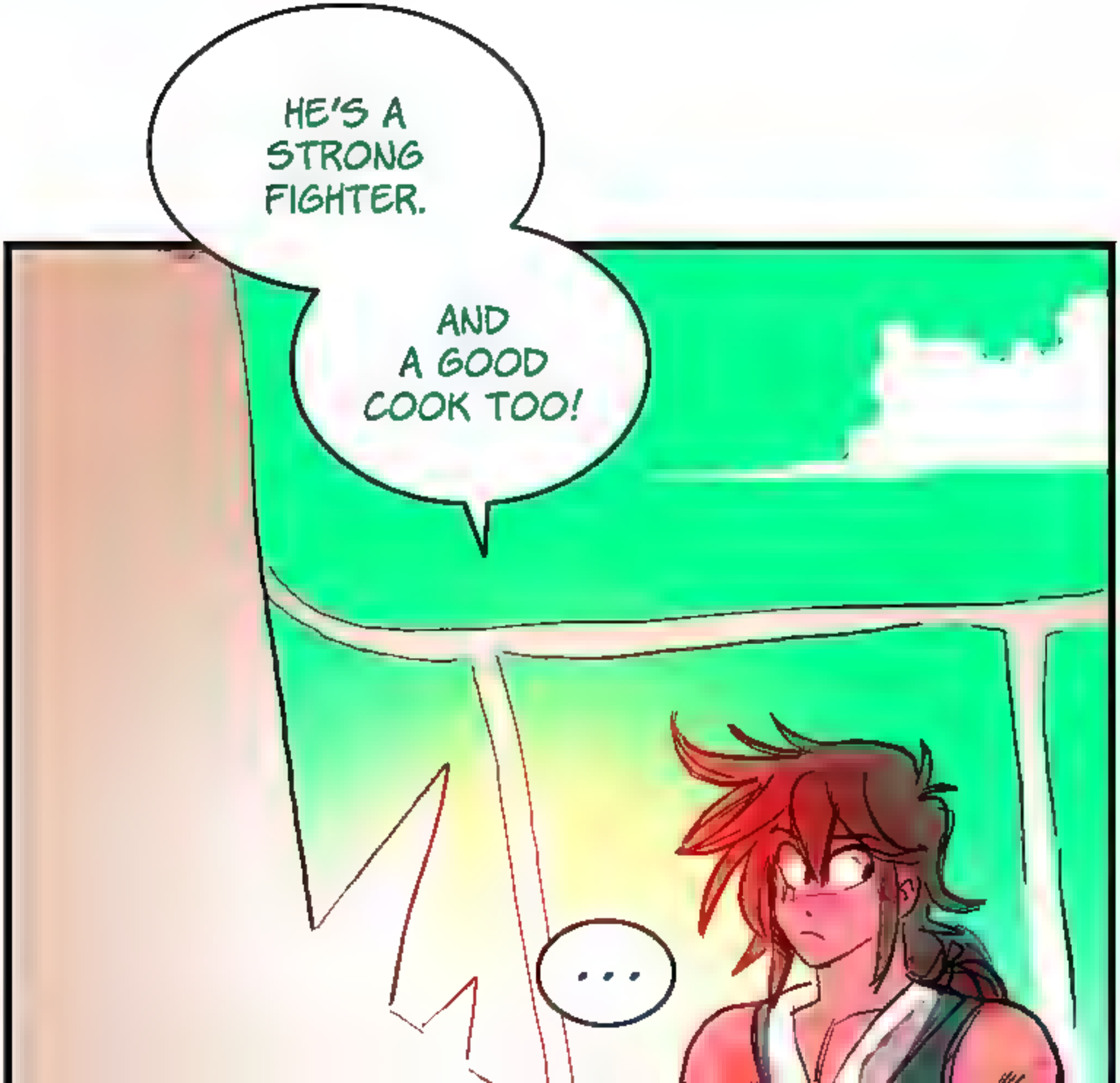


OKAY...
IN THAT CASE, SYLVIA AND I WILL--

!
SQUEEZE!


SIGH
YOU CAN'T ALL GO WITH THE KID.

SYL, GO WITH KODYA.
YOU TWO WILL MAKE A GOOD TEAM.


HE'S A STRONG FIGHTER.
AND A GOOD COOK TOO!
...

PULL!

OKAY,
SYLVIA AND I
WILL SEARCH THE
THRONE ROOM.

YOU GUYS TAKE THE TOWER.

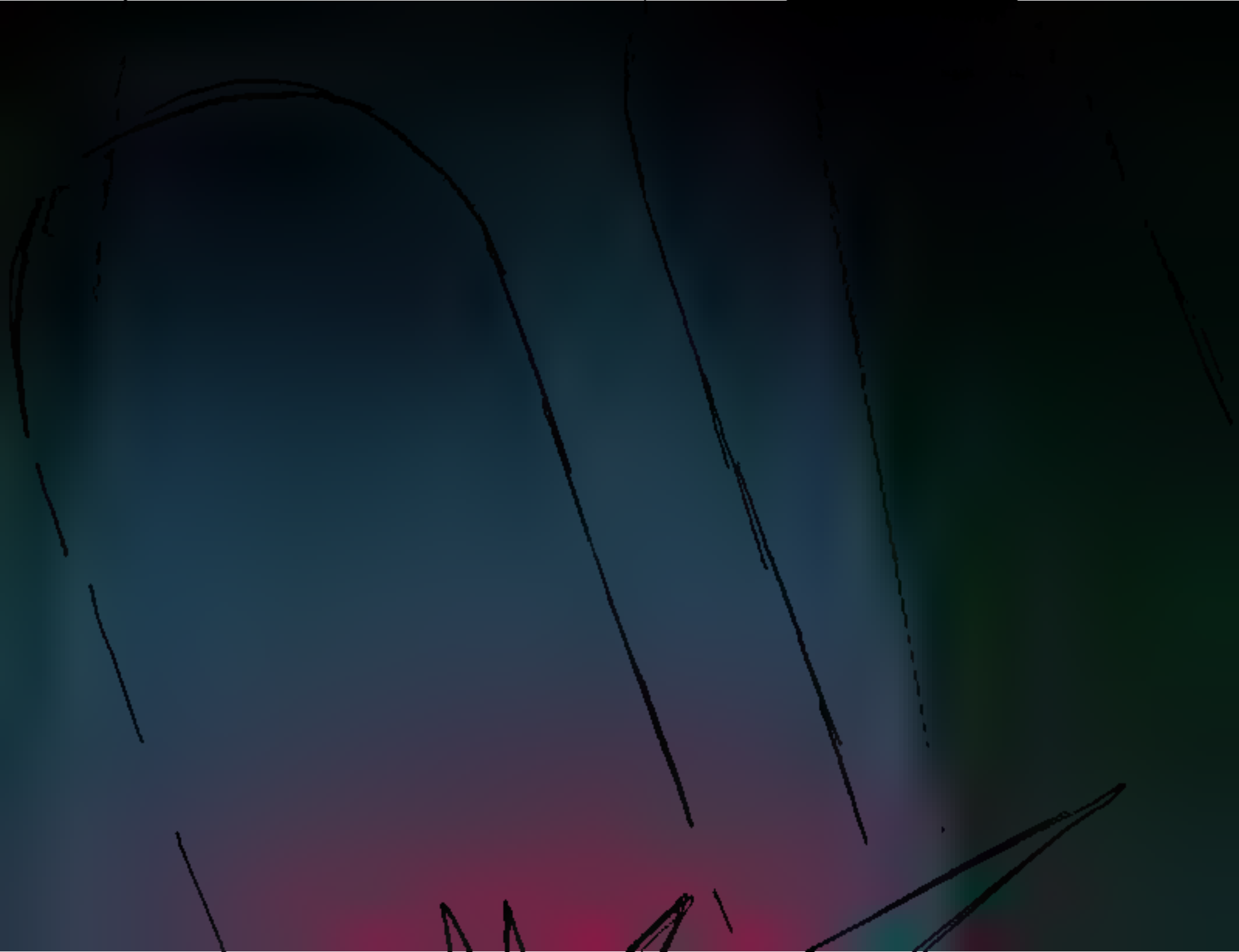
AND REMEMBER, IF YOU FIND TWO FIRST, DON'T ENGAGE.

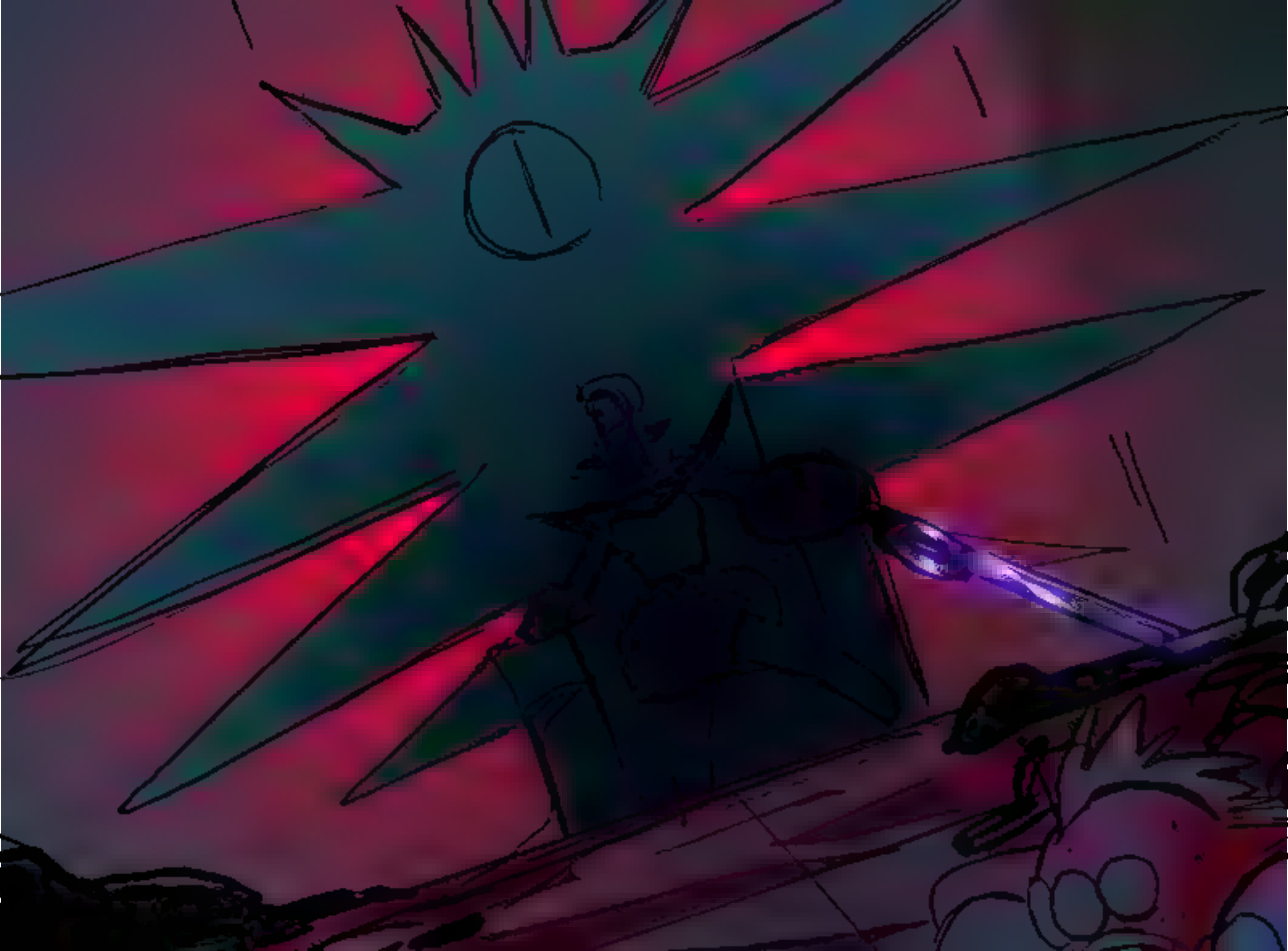
ALERT THE REST OF THE PARTY.

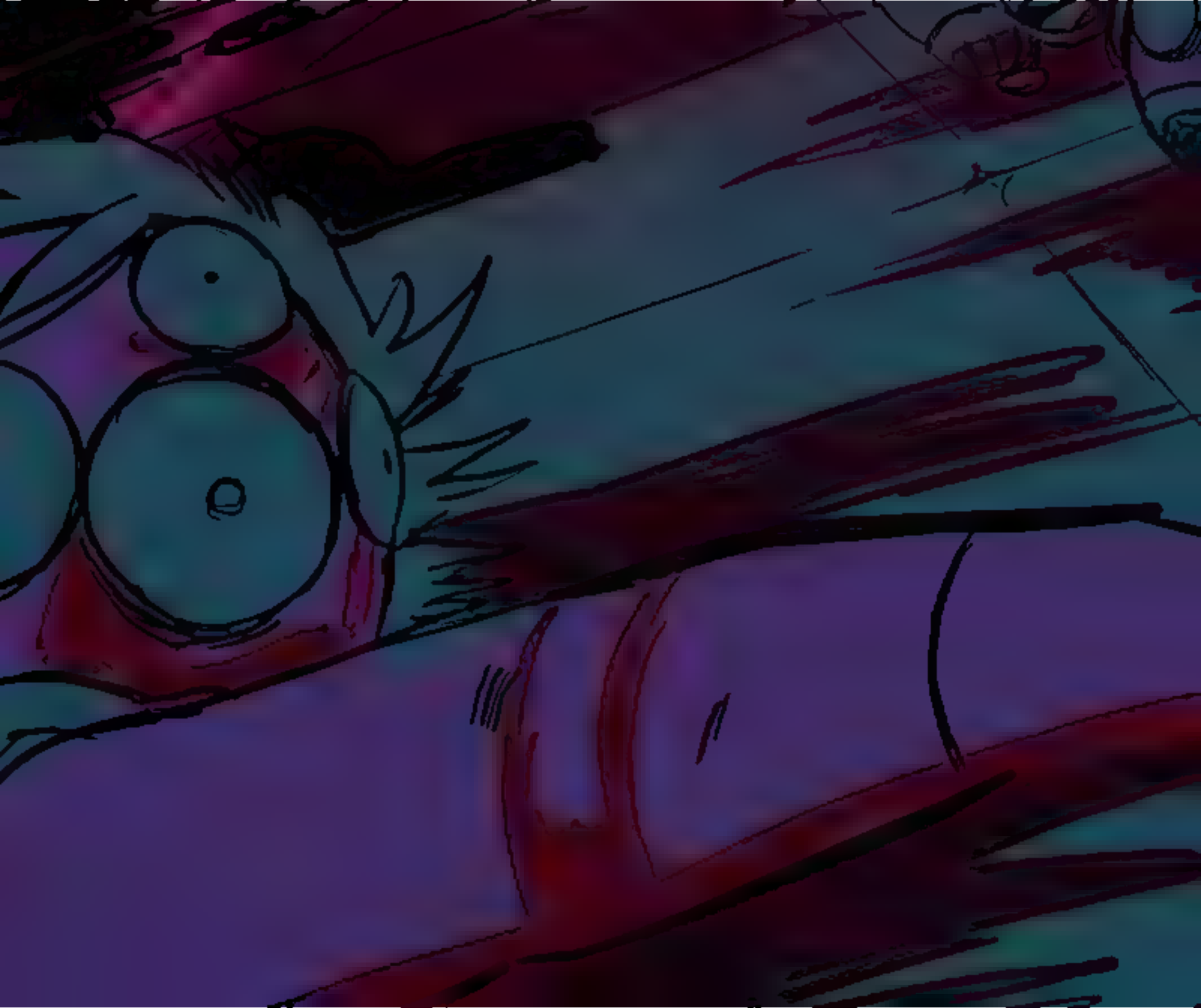
AND TRY TO AVOID EXPENDING ENERGY OR RESOURCES ON OTHER ENEMIES.

SEE YOU ALL SOON.

ENTERING
TWO'S KEEP







ROOM of SWORDS

/CHAPTER 43 END\

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